

**ARIZONA - LITTLE LEAGUE DISTRICT 5
TRAINING and DEVELOPMENT PROGRAM POLICY
2004**

6-14-2004

- 1) **Program will be conducted on an informal basis, with Training and Instruction of Players as the main purpose of the program !**

- 2) **Local Leagues** are granted the option & flexibility to determine assignments of Players to a Division, based on League Age and Experience. District 5 Policy for Player Assignment by age is to use "next year's League age". (See Article 7 for details of Age Requirements, Player & Team assignments)
 - a) **Organizing, registering and forming teams is the responsibility of the local Leagues. LITTLE LEAGUE RULES PERTAINING TO REGISTRATION and BOUNDARIES STILL APPLY and ALL PLAYERS WHO WISH TO PLAY SHALL BE REGISTERED AND PLACED ON A TEAM. PLAYERS SHALL NOT BE RECRUITED TO CERTAIN TEAMS BY MANAGERS, COACHES ! Leagues should use a fair method to place players on teams, Example; draft, draw methods, etc.**
 - b.) **Team Rosters MUST be submitted to District 5 for review of residency and league age requirements.**
 - c.) **If a player whose home league does not participate in this program, or does not have a team in that division, or the particular team is full, *then the player may be allowed to play with another league's team, if approved.***

- 3) **CHARTER & INSURANCE FEES: NEW for 2004; NO FEES DUE TO LLB HQ.....
Accident, General Liability, Directors & Officers Liability and Crime Insurance Included. (If coverage has been acquired for regular season.)**

DISTRICT FEES: Since all fields have some kind of light fees, the fees will be charged equally to all leagues who are using the fields. An assessment will be calculated and sent to all leagues, Assessment Fees are Due When Received.

- 4) **UNIFORMS, EQUIPMENT, GAME BALLS:** Local Leagues are responsible for providing these items to their teams. District 5 will NOT collect any funds, nor be active in any way, concerning the purchase of any equipment or uniforms. **Game Balls; Major Div. each team will provide one new game ball per game. Junior/Senior Div. each team will provide one new game ball and one good used ball per game. (Baseball & Softball) (District 5 will NOT provide bases for fields that are not a home field for a league; Ex. Reid Park, Santa Rita Park, etc.)**

- 5) **UMPIRES:** District 5 encourages the use of **Volunteer Umpires** for games in this program. The T & D program is an excellent opportunity to train new umpires. District 5 will assist in training new volunteer umpires.

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- 6) **SCHEDULES:** Major teams will be assigned classifications, "A, B, or C, by their league. Games will be scheduled within respective divisions only. No standings will be kept. **No post-season tournaments will be conducted.** Score keeping will be done to keep a record of players involvement in games and for player statistics, if so desired. **All games will be informal and for training purposes only. District 5 will make the schedules for the program, based on areas rather than District wide, if possible.**
- 7) **League Age Requirements, Team and Player Assignments;**
Use next year's league age for assignment of players to teams and levels of play. However, if a player wishes to play with his/her current age group, that may be allowed, in some cases.
- >>**Players who are this year league age 12, who will be league age 13 in 2005, will be required to play as 13 yr. olds for the 2004 T & D program, per vote of District Presidents... "Training & Development" of Players is the primary goal of this program.**

**TEAMS & PLAYERS WILL BE ASSIGNED TO A LEVEL WITHIN THE DIVISION, AS PER THE FOLLOWING POLICY:
USE NEXT YEARS LEAGUE AGE**

SENIOR BASEBALL: 14,15 and 16 yr. olds, as per regular season.

JUNIOR BASEBALL: 13 and 14 yr. olds, (15 yr. olds may be allowed in some cases, but cannot pitch in any games. Must have a valid reason & approval of District 5.

LITTLE LEAGUE BASEBALL:

A DIVISION: Players with Majors experience & 9-10 all stars, may be in majors in the spring. League age 10, 11, 12 yrs.

B DIVISION: Players with "High Minors" experience, (AAA, AA) 12 yr. olds with safety issues. League age 9, 10, 11 & 12 yrs. Major players Shall NOT be in this division.

C DIVISION: Entry level "Player Pitch". Players with "Low Minors" experience and players from coaches pitch divisions. Major or 9-10 all star players Shall NOT be in this division. League ages 8, 9, 10 yr. olds.

Girls Softball Divisions; Same as regular season, but "flexibility" may be allowed in order to form a team.

***IF IN DOUBT ABOUT WHERE A PLAYER SHOULD PLAY. MOVE HIM or HER UP.
Make an effort to provide equality with pitchers and catchers when forming teams.***

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LOCAL LEAGUE RULES
2004**

- 1.) Program will be conducted on an informal basis, with Training and Instruction of Players as the main purpose of the program !

- 2.) All games will be played according to the Rules & Regulations of Little League Baseball and/or Softball, with the following additions:
 - A.) All teams will use the entire roster for the batting order. (Continuous batting order, all players bat whether or not they are in game defensively.) Note: "Free defensive type substitutions" allowed, minimum play rules apply, but does not have to be continuous innings.

 - B.) Two adult base coaches will be allowed. Coaches may go on the field to give instructions to players, after receiving "time out" from the umpire. Coaches are reminded to use this option in such a way so as not to delay the game.

 - C.) NO BALKS will be called during the first EIGHT games of the season. EXCEPTION: Senior Baseball, Balks will be called.

 - D.) **RUNS / INNING LIMIT**; No More Than (6) SIX RUNS per Inning will be allowed. (ALL DIVISIONS) (No 10-Run mercy rule)

 - E.) **PITCHING RULES: As per the Official LL Rule Book.**
EXCEPTION: Major A Division, no limit on number of 12 year olds allowed to pitch in a calendar week.

 - F.) **Courtesy Runner; May be Used** for the catcher, to enable the catcher to return to dugout to get equipment on. **This is a "speedup rule"**, pinch runner can be any player. (Optional)
 - 1.) **Rule 7.14; Special Pinch Runner Rule will NOT be used; since all players are in game, because of Continuous Batting Order use.**

 - G.) If a team has **Less than 9 players** at game time, borrow player(s) from the other team to play the game. If your player(s) arrives late, you may return the borrowed player(s).

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- H.) **Time Limits:** No New Inning will start after One Hour and 55 Minutes, from scheduled start time.
- I.) **NO "SKULL CAP TYPE" CATCHERS HELMETS ARE ALLOWED IN LITTLE LEAGUE AT ANY TIME !**
FIRST OFFENSE: Have Player remove unauthorized equipment & play ball..
SECOND OFFENSE: EJECT PLAYER FROM GAME, ENFORCE A TWO GAME SUSPENSION !
METAL CLEATS ARE ALLOWED IN JUNIOR/SENIOR, BUT NOT IN MAJORS or MINORS, or SOFTBALL DIVISIONS!!!!!!
- J.) **Both Teams are responsible** to get field ready for play and to return field equipment to storage area, turn off lights and secure the facility. Also to cleanup any litter in dugouts and seating areas.
- K.) **There will be no games made up due to rain outs or cancellations. There will be no forfeits declared by anyone. This is a Training & Development program, no standings will be kept ! NO POST SEASON TOURNAMENT.**
- L.) **UMPIRES:** Will be scheduled by each League/Team. Each team will provide ONE umpire for each game and will be responsible for compensating that umpire, if paid umpires are used. ***Leagues should use volunteer umpires and are encouraged to do so !!!!***
Umpires will be responsible for their own protective equipment, leagues may provide umpire equipment.
Arguments with Umpires will NOT BE TOLERATED. Discussions with Umpires over Rule interpretations will be permitted.
- M.) **GAME BALLS, BASES;** District will NOT provide bases for games at any fields. (Junior & Senior teams, it is suggested that teams carry a set of bases for use at Reid, Santa Rita, or fields that are not home fields of a league.)
Any team(s) that are found to be responsible for "losing" a set of bases from a league, will be required to replace them !
Teams are responsible to provide Game Balls, 1 or 2 per game, per team.